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Amendment dated September 6, 2011
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The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1 (Currently Amended) A non-transitory computer readable medium storing a video game program for causing a computer to implement a video game that is can be executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character being with a dispatching form that is postural of the character at a point of dispatching the moving object to a destination, the video game program comprising:
code a first request receiving function for receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;
code an operation display function for continuously displaying the dispatch operation of the character on the monitor when the first request receiving function has received the operation initiation request is received;
code a second request receiving function for receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor by the operation display function;
code a moving object control function for setting point of dispatching the moving object from the character according to a timing at which the second request receiving function received the dispatch request is received, setting extend a of deviance in a trajectory of the moving object between the point and the destination of a destination and controlling the moving object which moves from the point to the destination on the basis of the deviance; and based on the dispatching form of the character wherein is controlled to

configured to
code a moving object display function for displaying the moving object controlled by
the moving object control function on the monitor;
the
the code for setting point of dispatching the moving object including code for the
moving object control function setting and controlling the deviation of the moving movement
object in the trajectory at the destination on the basis of the dispatching form, and the point of
dispatching the moving object when the dispatch operation of the character is continuously
displayed on the monitor by the operation display function.

2. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

code a third request receiving function for receiving a destination indicating request
and a trajectory properties specifying request from the controller in order to indicate the destination and to specify the trajectory properties of the moving object up to the destination, before the first request receiving function receives the operation initiation request is received; wherein

the moving object control function controls the movement of the moving object is
controlled according to the destination indicating request and trajectory properties specifying
request received by the third request receiving function.

3. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

code a dispatch storing function for storing dispatch information for the character,
wherein